

2013 Youth Baseball



Rules & Regulations

Sponsored by:

**Raleigh Parks and
Recreation**



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2013 Points of Emphasis and Rule Changes

Mustang Only:

1.1. Batting Rules/Base Running

- 1.1.1. Runners are permitted to steal bases, however a base runner is not permitted to leave base until a pitched ball passes the plate. (Runners cannot advance on the exchange from the catcher to the pitcher when the ball is mishandled.) Example: When the pitcher mishandles the ball while receiving it from the catcher or the ball is overthrown from the catcher to the pitcher.

Penalty: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out. The pitch shall be considered a dead ball.

- 1.1.2. **Runners are only allowed to steal one base at a time between pitches.**
- 1.1.3. Runners are not permitted to steal home. This includes passed balls and wild pitches.
- 1.1.4. **Runners can only score off of a batted ball or a bases loaded walk.**
- 1.1.5. **Runners can only advance one base on an overthrow during a play that begins with a batted ball.**
- 1.1.6. **Runners cannot advance on an overthrow during a play that does not begin as the result of a batted ball.**
- 1.1.7. Dropped third strike-The batter will not be allowed to advance on a dropped third strike.

All Leagues- Warm Ups

If space and safety permits under the umpires discretion, pitching and hitting warm-ups may take place outside of the playing field.

All Leagues: (More description on 10- Run Rule) Innings applied vary by age

If the visiting team reaches a 10 run lead during the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

All Leagues: (Batting Order- Substitution for injury or ejection)

If a player must leave the game for any reason, **including ejections**, the coach must notify the umpires and the opposing coach. The player's position in the batting order will be skipped with no penalty.

Updated Draft Policies- See Player Placement under Administrative Information

Updated Score Entry- New Website: (Reclink) [http://www.raleighnc.gov/portal/portal/cor/ext/RecLinkAdministrative Information/Website Score Postings](http://www.raleighnc.gov/portal/portal/cor/ext/RecLinkAdministrativeInformation/Website%20Score%20Postings)

Scores will be uploaded for leagues in League Maintenance in the following manner:

Pre-season/non-counting game	0-0
Regular Season Game	Actual Score
10 run-rule enforced	10-0

General Information

1. **Mission Statement**

“Raleigh Parks & Recreation Department’s Athletics Program strives to promote quality athletic programming while committing to healthy living, fundamentals and positive sportsmanship for both youth and adults in a safe recreational setting.”

2. **PURPOSE**

The Purpose of Raleigh Parks and Recreation Baseball is to provide the opportunity to the youth of Raleigh to have fun and learn the skills involved in sports.

3. **YOUTH SPORT PHILOSOPHY**

- 3.1. Every child is given the opportunity to participate in a safe and fun environment in the sport of his or her choice.
- 3.2. It is the charge to provide as many diversified athletic offerings as possible throughout the year.
- 3.3. It is encouraged that all participants are given the maximum opportunity to succeed in competition without regard to level of experience or ability.
- 3.4. All coaches, participants, and spectators are expected to display good sportsmanship at all times
- 3.5. The well being of the participant must always come first. NO exceptions!

4. **LEAGUE MANAGEMENT**

- 4.1. Operation of the leagues shall be under the direction of the Community Center Director, or designated staff member.
- 4.2. The governing authority shall be vested in the City of Raleigh Parks & Recreation Department, Athletic Division.
- 4.3. Teams will play a determined number of games based on number of teams, weather etc.

T-ball and Pinto	10 games
Mustang through Palomino	12 games
- 4.4. Staff will determine the number of practices based on availability, number of teams, and weather. Raleigh Parks and Recreation will try to schedule two practices a week prior to the start of scheduled games. After the start of games, each team may be scheduled one practice per week.
- 4.5. Once game schedules have been distributed, schedule change requests cannot be accommodated. Necessary schedule changes will be made by Raleigh Parks & Recreation Department staff only in the case of inclement weather or unusable facilities.

5. Important Phone Numbers

Athletic Office	(919) 831-6836
Weather Line	(919) 831-6575
Website: parks.raleighnc.gov	

District 1

Brier Creek Community Center	(919) 420-2340
Lake Lynn Community Center	(919) 870-2911
Millbrook Exchange Community Center	(919) 872-4156
Optimist Community Center	(919) 870-2880

District 2

Barwell Road Community Center	(919) 329-5994
Green Road Community Center	(919) 872-4140
Hill Street	(919) 996-5300
Lions Park Community Center	(919) 831-6995
Marsh Creek Community Center	(919) 996-4920
Worthdale Community Center	(919) 250-2730

District 3

Jaycee Community Center	(919) 831-6833
Laurel Hills Community Center	(919) 420-2383
Method Community Center	(919) 831-6066
Roberts Community Center	(919) 831-6830
Tarboro Road Community Center	(919) 831-6505

District 4

Biltmore Community Center	(919) 831-6895
Carolina Pines Community Center	(919) 831-6435
Chavis Community Center	(919) 831-6989
Peach Road Center	(919) 807-8545
Ralph Campbell Community Center	(919) 250-2757
Sanderford Road Community Center	(919) 831-1898

6. CODE OF CONDUCT

The Raleigh Parks and Recreation Department expects good sportsmanship from its coaches, participants and spectators, outlined below in the code of conduct.

- 1) No Individual shall refuse to abide by any League Official's decision.
- 2) No Individual shall be guilty of objectionable demonstrations of dissent at any League Official, participant or spectator decision.
- 3) No Individual other than the Coach/Captain shall discuss with any League Official in any manner the decisions reached by any League Officials.
- 4) No Individual shall be guilty of using unnecessary rough tactics in the play of the game.
- 5) No Individual shall at any time lay a hand on, push, shove, strike or threaten to strike ANY League Official, participant or spectator.
- 6) No Individual shall be guilty of personal verbal abuse upon any League Official, participant or spectator for any real or imaginary wrong decision or judgment.
- 7) No individual shall be guilty of physical attack as an aggressor upon any other Individual or League Official.

Penalty: For rules 1 through 7, Individuals ejected from the game by any league official for any of the above unsportsmanlike acts shall immediately leave the property and will be suspended until after the team's next game. Individuals that have been suspended will not be permitted to attend any athletic activities, including practices and games for that team during the suspension period.

**Individuals without transportation shall remain at the facility until a parent or guardian can arrive to pick them up. If the individual continues to be disruptive while at the facility, he or she will suffer further disciplinary action. **

If a coach is removed from a game, the assistant coach will take over the head coaching responsibilities. If there is not an assistant coach available, a parent will temporarily become the coach for that team. The Athletic Director should be made aware of any of these situations.

Penalty: For violations 4 through 7, individuals will be suspended for the remainder of the season. All suspension rules still apply.

Code of Conduct Definitions

Property – All facilities and parklands used by City of Raleigh Parks and Recreation Department programs.

League Official – Includes any scorekeeper, game official, and Parks and Recreation Department Staff

Individual – All Coaches, players, spectators and staff

Suspension Rules – Any suspension, regardless of broken rule and penalty, includes suspension from all property (defined above).

FOUR LEVEL SUSPENSION POLICY (All penalties noted in code of conduct also apply.)

After an evaluation of each offense by staff, the following penalties will be imposed:

Level 1: The offending individual will receive a verbal warning and a note on their record.

Level 2: The offending individual will receive a written warning and a note on their record.

Level 3: The offending individual will be required to meet with an Athletics Department representative and a League Official at an agreed upon time where the individual will receive a 2nd written warning and an extensive discussion of the events that took place. Expectations for the immediate future will be discussed and additional penalties, including suspension, may be imposed. The result of any future disciplinary action will be discussed.

Level 4: The offending individual may receive an indefinite expulsion from all City of Raleigh Parks and Recreation Department athletic activities.

Note: Depending on the severity of a situation that occurs, an individual may be called in by staff at any time to discuss the incident and the potential for immediate disciplinary action.

Note: An individual may receive any level at any time depending on the severity of the situation

Note: The suspension policy is cumulative, and may be carried over from sport to sport over an unspecified period of time.

7. RULES FOR GOOD SPORTSMANSHIP FOR PLAYERS, COACHES AND FANS

7.1. Never boo a player or an official

7.2. Always keep control of your temper

7.3. Remember "The Golden Rule"

7.4. Play to win, but play fair

7.5. Treat all players /fan of the opposing teams with courtesy

7.6. Accept the outcome of the game graciously and in a sportsmanlike way

7.7. Don't make abusive or irritating remarks

7.8. Accept as final, all decisions of the umpires

8. BILL OF RIGHTS FOR YOUNG ATHLETES

8.1. Right to participate in sports

8.2. Right to participate at a level commensurate with each child's maturity and ability

8.3. Right to have qualified adult leadership

8.4. Right to play as a child and not as an adult

8.5. Right of children to share in the leadership and decision-making of their sports participation

8.6. Right to participate in a safe and healthy environment

8.7. Right to proper preparation for participation in sports

8.8. Right to an equal opportunity to strive for success

8.9. Right to be treated with dignity

8.10. Right to have fun in sports

9. COACHES AND ASSISTANT COACHES

- 9.1. No team shall have more than three coaches. They are designated as Head Coach and Assistant Coaches.
- 9.2. Head Coach appointments are to be made by the RPRD Staff for a one (1) year period. **All coaches will be evaluated each year. This evaluation will be used to determine whether or not he/she will be invited back to represent a team in our program in the future.**
- 9.3. All coaches are required to submit a formal application and CCBI form in order to coach. The background checks are subject to approval of the Athletic Supervisor. All coaches must attend the American Sports Education Program (ASEP). Community Center personnel have times, dates and locations of the clinics.
- 9.4. All Assistant Coaches may be selected by the Head Coach, pending approval of the RPRD Staff. Assistant Coaches must submit a formal application and CCBI form.
- 9.5. All coaches must understand and agree to carry out the duties, responsibilities, policies, and philosophies as established by the Raleigh Parks and Recreation Department. All coaches must be approved by the RPRD Staff. Any coach not carrying out these duties and responsibilities will be subject to dismissal by the department.
- 9.6. Head Coaches are required to hold a preseason parents meeting to discuss rules, conduct, responsibilities, etc.
- 9.7. Coaches should always keep in mind they are setting examples in sportsmanship and fair play and should conduct themselves accordingly at all times.
- 9.8. Only the Head Coach and their Assistants (total of 3 coaches) will be allowed in the dugout with the team during the playing of an official game. Violations of this rule will result in forfeiture of the game upon appeal from the opposing coach, if the offending coach does not immediately remove the unauthorized person from the dugout.
- 9.9. All coaches shall remain in the dugouts, or in the prescribed areas throughout the game. Only Head Coach may leave the dugout for the purpose of discussion with an official
- 9.10. No active Raleigh Parks and Recreation Coach shall recruit players to play in or on programs and/or teams outside the Raleigh Youth Program that directly affects current attendance to leagues and/or all-star play. Violation of this rule will result in expulsion from the program.

10. TEAM COMPOSITION

- 10.1. Each team shall consist of approximately thirteen (13) eligible players, depending on the number of the candidates available at a particular location.
- 10.2. Team composition will be determined by the number of registrants in each age group.
 - 10.2.1. The RPRD Staff must determine the number of players the program can accommodate.
 - 10.2.2. The RPRD Staff must develop the player selection to accommodate the needs of all teams, including possible modifications of draft order depending on returning players and other factors.
- 10.3. Registration Forms of all players will be kept by RPRD. A player **cannot** participate in player selection, practices or games until a registration form has been submitted. Only players with registration forms on file with RPRD are legal participants in the program.
- 10.4. League Age as of date: Child's age as of April 30 of the current season. **EXAMPLE:** A boy or girl who is 11 years of age during the early part of the season, but will turn 12 years of age on or before April 30, will have a league age of twelve (12).
- 10.5. Players may be replaced for the following reasons:
 - 10.5.1. Sickness and/or injury that will prevent a player from resuming play before the conclusion of the season.
 - 10.5.2. Parental consent to participate may be withdrawn at any time. Players will not be allowed to participate on another team within the youth program for the present season.
- 10.6. The RPRD staff may replace players who are lost during the season from the waitlist.

11. ROSTERS/AVOIDING FORFEITS

- 11.1. Rosters will be frozen after player selection has been completed. Players may be added during the season only by the Recreation Department staff.
- 11.2. Only players on the official roster are eligible to play or sit in the dugout.
- 11.3. If a team is unable to field eight players at game time, or at the end of the grace period, the game will be declared a forfeit.
 - 11.3.1. If a team is unable to field eight players at any time during the game, the game will be declared a forfeit.
 - 11.3.2. In the event of a forfeit, a practice game may be played between the two teams. The umpires will work the game, all innings pitched will count toward pitching limits, and code of conduct violations will be enforced.

12. LEAGUE AWARDS

- 12.1. Participant certificates will be given to all participants in the T-Ball and Pinto Leagues.
- 12.2. Awards will be given to the league winner in the Mustang, Bronco, Pony, Colt and Palomino Leagues. Additional awards will be given by the Parks and Recreation Department when deemed appropriate).

13. UNIFORMS & EQUIPMENT

- 13.1. Uniforms and Baseball Hats
 - 13.1.1. Jerseys, baseball caps, and batting helmets will be provided by the Raleigh Parks and Recreation Department. (Parents will be required to purchase pants, gloves, and other baseball accessories.) It is mandatory that the jersey and hat provided by Raleigh Parks and Recreation Department be worn at all games. **Teams shall NOT alter or enhance the uniforms that are distributed to players in any manner. No team shirts, team bags, etc. shall be purchased or donated for any team.** It is the goal that all participants receive the same opportunities, experiences, and benefits from the league.
 - 13.1.2. No Jewelry shall be worn by any player, except for medical identification.
- 13.2. No equipment should be purchased or used of a quality less than that supplied by the City.

14. COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing potential for transmission of these infectious agents should include, but not be limited to, the following:

- 14.1. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
- 14.2. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
- 14.3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands with soap and water or non-water hand sanitizer. Wash hands immediately after removing gloves.
- 14.4. Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
- 14.5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
- 14.6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
- 14.7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.

- 14.8. Contaminated towels should be properly disposed.
- 14.9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

15. Heat Precautions and Heat Related Illnesses

- 15.1. Coaches need to take precautions a practice during hot weather. The Red Ozone Alert (all participants) and the Orange Ozone alert (those participants who are sensitive to heat and/or have breathing problems) is as follows:
 - 15.1.1. Players should be given frequent scheduled water breaks
 - 15.1.2. Coaches should watch all participants closely for heat related illness problems. If a child is having trouble, every precaution should be taken to insure that the participant remains safe and healthy.
 - 15.1.3. Athletic drinks, like Gatorade, Powerade, etc, are fine, but unnecessary if plenty of water is provided.
 - 15.1.4. Take a 10 minute break every hour in a shaded area.
 - 15.1.5. Athletes should wear light, loose, reflective clothing and hats during practices. Dark clothing attracts and holds heat. Sunglasses should also be worn to prevent sun damage to the eyes.
 - 15.1.6. Athletes should wear sunscreen on all exposed areas to prevent sunburn. The recommended SPF is a minimal of 15.
 - 15.1.7. **Do not** deprive athletes of water under any circumstance since it risks heat exhaustion. Limiting water breaks should **never** be a form of discipline.
- 15.2. When practicing in hot weather or when exercising in a hot climate, the body is usually able to maintain a safe temperature with the evaporation of sweat. Athletes can lose as much as 2 quarts of sweat each hour of practice or competition. This water must be replaced or the body becomes dehydrated and a dehydrated body does not function well.
- 15.3. The water level can be maintained in most sports by:
 - 15.3.1. Drinking 1 to 2 cups of water before practice or competition
 - 15.3.2. Taking frequent drinks during the activity (water breaks)
 - 15.3.3. Continuing to drink after the practice or competition.
- 15.4. Potassium may be depleted after many days of practicing or playing in a hot climate. This can easily be replaced by eating citrus fruits and drinks, potatoes, bananas and other potassium rich foods.
- 15.5. Key points to remember:
 - 15.5.1. Fitness: Aerobic fitness enhances the circulating system, which is responsible for heat transfer. Also, fit players start to sweat sooner and generally do not get as hot.
 - 15.5.2. Acclimation: 4 to 8 days of practice in the heat will prepare young players to compete in the uncomfortable environment.
 - 15.5.3. Instruction: Make sure athletes know how important it is to drink a great deal of water during hot days and to eat potassium-rich foods.
- 15.6. Everyone should know the signs and symptoms of heat related disorders. If any of these are suspected, cool the person quickly, provide cool liquids if conscious, and call 911.
 - 15.6.1. The hotter it gets, the more stress on the body. The first signs of trouble include symptoms like fatigue, thirst, discomfort, and lightheadedness.
 - 15.6.2. **Heat cramps** are painful muscle spasms in arms, legs, or intestines that are caused by losing salt while sweating.
 - 15.6.3. **Heat exhaustion** can make a person feel weak and possibly dizzy and/or nauseous. Other symptoms include chills, clammy skin, and profuse sweating.
 - 15.6.4. **Heatstroke** is the most serious type of heat-related sickness and is, in fact, life threatening. Emergency medical attention is required. A patient of a heatstroke stops sweating, causing the body to overheat. Symptoms include hot and flushed skin, poor coordination, and confusion, possibly followed by loss of consciousness.

League Specific Playing Rules Information

Raleigh Parks & Recreation

T-ball Playing Rules

Note: The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

League age: 5-6 year old. A player's league age is the player's age as of April 30 of current year.

1 Equipment

- 1.1 Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited. Pitchers cannot use cleats in any league playing on portable mounds.
- 1.2 All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.
Note: The protective helmet is worn for the safety of the participants. An "out" will be called when a base runner deliberately removes his or her helmet.
- 1.3 Catchers must wear all protective equipment: masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.
- 1.4 All helmets shall be free of cracks and tape should not be applied.

2 Mandatory Play Rule

- 2.1 All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
- 2.2 The field will be occupied defensively by all players present.
- 2.3 A player should not play in one position for more than 50% of the game.

3 Length of Game/Completed Game

- 3.1 **Game time will be indicated on the league schedule.** There will be a ten minute grace period for the first game of the night only. Grace time will count as time played unless the game is delayed because of an umpire or scorekeeper absence.
- 3.2 Games that are called by the field managers for inclement weather or safety reasons will be considered a complete game (RPRD Staff will determine what games will be rescheduled).
- 3.3 If the assigned staff is absent, the game will be played.
- 3.4 No new inning is to begin after 1 hour of playing time.
- 3.5 Play will continue until the hour time limit is up.

4 Game Play

- 4.1 No score will be kept: Everyone is a winner!
- 4.2 Coaches and Field Manager
 - 4.2.1 The offensive team will be allowed to have two base coaches. One base coach will be positioned near first base and the other coach will be positioned near third base.
 - 4.2.2 If a field manager is present, they will assist in managing the game.
- 4.3 **Batting Order/Substitution**
 - 4.3.1 All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.
 - 4.3.2 If a player must leave the game for any reason, the coach must notify the umpires and the opposing coach. The absent player's position in the batting order will be skipped with no penalty.
 - 4.3.3 Players arriving after the start of the game will be added to the end of the batting order.
 - 4.3.4 When using the continuous batting order, all players may enter to play defense an unlimited number of times.

4.4 **Batting Rules**

- 4.4.1 No stealing allowed; a player cannot leave his/her base until the ball is in play. There will be no bunting allowed.
- 4.4.2 A batter shall be declared out after failing to hit a fair ball after five swings at the ball on the tee.
- 4.4.3 Batters and runners are only allowed to advance one base at a time. For example, if a runner is on first base and the batter hits the ball, the player on first base would advance to second and the batter will advance to first base.

4.5 **Defensive Rules**

- 4.5.1 The field will be occupied defensively by all players present.
- 4.5.2 Infielders should position themselves consistent with traditional baseball positions for 1st, 2nd, 3rd, short, and pitcher. Players may only be positioned as a catcher if full protective gear is worn.
- 4.5.3 Outfielders should also position themselves consistent with the following positions of right field, right center field, left center field, and left field and should position themselves on the grass outfield area. No outfielders should be positioned on the space designated as the infield (i.e. skinned infield).
- 4.5.4 There should be one coach in the infield, one coach in the outfield and one coach in the dugout when the defensive team is playing in the field.
- 4.5.5 The team at bat will bat through the entire line-up before changing sides. Outs will be called and players have to go to the bench, but the number of outs in an inning does not matter. Bases will be cleared after three outs.
- 4.5.6 A player should not play in one position for more than 50% of the game.

Raleigh Parks & Recreation

Pinto Playing Rules

Note: The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

League age: 7-8 year olds. A player's league age is the player's age as of April 30 of current year.

1 Equipment

- 1.1 Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited. Pitchers cannot use cleats in any league playing on portable mounds.
- 1.2 All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.
Note: The protective helmet is worn for the safety of the participants. An "out" will be called when a base runner deliberately removes his or her helmet.
- 1.3 Catchers must wear all protective equipment: masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.
- 1.4 All helmets shall be free of cracks and tape should not be applied.

2 Mandatory Play Rule

- 2.1 All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
- 2.2 The field will be occupied defensively by all players present.
- 2.3 A player should not play in one position for more than 50% of the game.

3 Length of Game/Completed Game

- 3.1 Game time will be indicated on the league schedule. There will be a ten minute grace period for the first game of the night only. Grace time will count as time played unless the game is delayed because of an umpire or scorekeeper absence.
- 3.2 No new inning is to begin after 1 hour of playing time.
- 3.3 Games that are called by the field manager for inclement weather or safety reasons will be considered a complete game (RPRD Staff will determine what games will be rescheduled).
- 3.4 If the assigned staff is absent, the game will be played.
- 3.5 Play will continue until the hour time limit is up.

4 Game Play

- 4.1 No score will be kept: Everyone is a winner!
- 4.2 Coaches and Field Manager
 - 4.2.1 The offensive team will be allowed to have two base coaches. One base coach will be positioned near first base and the other coach will be positioned near third base.
 - 4.2.2 Coaches pitching may choose to pitch under or over handed. The ability of the batter will determine which pitch delivery will be used by the coach.
 - 4.2.3 If a field manager is present, they will assist in managing the game.
- 4.3 Batting Order/Substitution
 - 4.3.1 All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.
 - 4.3.2 If a player must leave the game for any reason, the coach must notify the umpires and the opposing coach. The absent player's position in the batting order will be skipped with no penalty.
 - 4.3.3 Players arriving after the start of the game will be added to the end of the batting order.

4.3.4 When using the continuous batting order, all players may enter to play defense an unlimited number of times.

4.4 Batting Rules

4.4.1 No stealing allowed; a player cannot leave his/her base until the ball is in play. There will be no bunting allowed.

4.4.2 A batter shall be declared out after failing to hit a fair ball after five swings at the ball on the tee, or after five pitches are delivered by a coach-pitcher.

4.4.3 If fielded from the outfield, the ball will be considered dead when it reaches the infield. If fielded in the infield, the ball will be deemed dead after one attempt to throw. The base to which the runner will advance is determined by the halfway point between bases and the judgment of the official calling in the area.

4.5 Defensive Rules

4.5.1 The field will be occupied defensively by all players present.

4.5.2 Infielders should position themselves consistent with traditional baseball positions for 1st, 2nd, 3rd, short, catcher and pitcher.

4.5.3 Outfielders should also position themselves consistent with the following positions of right field, right center field, left center field, and left field and should position themselves on the grass outfield area. No outfielders should be positioned on the space designated as the infield (i.e. skinned infield).

4.5.4 It is required that a player be positioned as a catcher if 8 or more players are present. The catcher must be wearing full protective gear.

4.5.5 There should be one coach in the infield, one coach in the outfield and one coach in the dugout when the defensive team is playing in the field.

4.5.6 The team at bat will bat until they reach either three (3) outs or five (5) runs.

4.5.7 The coach-pitcher shall pitch from a pitching area designated by a marked circle.

4.5.8 The player fielding the pitcher's position shall take position always to the rear of the pitching plate, and on the left or right side of the coach-pitcher.

4.5.9 A player should not play in one position for more than 50% of the game.

Raleigh Parks & Recreation

Mustang Playing Rules

Note: The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

League age: 9-10 year olds. A player's league age is the player's age as of April 30 of current year.

2. Equipment

- 2.1. The bat shall be round and made of aluminum or wood and be marked "Official." The bat shall not exceed 34 inches in length or 2 ¼ inches in diameter. If a bat is taped, the tape may not be more than 16 inches from the end of the handle.
- 2.2. Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited. Pitchers cannot use cleats in any league playing on portable mounds. (No cleats are allowed on portable mounds)
- 2.3. All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.
- 2.4. All helmets shall be free of cracks and tape should not be applied

Note: The protective helmet is worn for the safety of the participants. An "out" will be called when a base runner deliberately removes his or her helmet.

- 2.5. Catchers must wear all protective equipment: masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.

3. Mandatory Play Rule

- 3.1. All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
- 3.2. All eligible players must play at least one inning in the field by the end of the second inning; all eligible players must play at least two innings in the field by the end of the fourth inning; and all eligible players must play at least three innings in the field by the sixth inning. An inning is considered 3 consecutive outs on defense.

4. Length of Game/Completed Game

- 4.1. **Game time will be indicated on the league schedule.** There will be a ten minute grace period for the first game only. Grace time will count as time played unless the game is delayed because of an umpire or scorekeeper absence.
- 4.2. **Pre-Game Warm-up (first game only):** No team should be on the infield (dirt) prior to 30 minutes before the start of the first game. The visiting team is allowed to take the infield for the first 15 minutes and the home team is allowed to take the infield for the 15 minutes leading up to the game. For example, if the game starts at 6:30pm, the visiting team is allowed to take the infield from 6:00-6:15pm and the home team from 6:15-6:30pm.
- 4.3. If space and safety permits under an umpires discretion, pitching and hitting warm-ups may take place outside of the playing field.
- 4.4. Mustang Leagues will play a 6-inning game with a 1 ½ hour time limit. If there is more than one game scheduled the time limit shall still be 1 ½ hour.
- 4.5. No game shall end in a tie. Games that are tied when time has expired shall be played until there is a winner.
- 4.6. **10-Run Rule:** If a team is leading an opponent by at least 10 runs after four (4) or more complete innings have been played or after three and one half (3 ½) innings if the home team has a 10 run lead the game will end and the team in the lead shall be declared the winner.
 - 4.6.1. If the visiting team reaches a 10 run lead during the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

- 4.7. Games that are called by the umpires for inclement weather or safety reasons will be considered a complete game if three (3) innings have been completed 2 ½ (two and one half) innings if the home team is ahead)

Note: Games that do not reach the required number of innings to be considered a complete game will be replayed from the beginning only. One attempt will be made to reschedule rainout/weather related postponed games.

4.8. Starting Games Without Assigned Umpires

4.8.1. If both assigned umpires are absent, the game will be postponed and rescheduled in the Mustang through Palomino leagues.

4.8.2. If one of the assigned umpires is absent; the other official will work the game alone.

5. Game Play

5.1. Base Coaches

5.1.1. The offensive team will be allowed to have two base coaches. One base coach will be positioned near first base and the other coach will be positioned near third base.

5.1.2. Base Coaches shall:

5.1.2.1. Be an eligible player in team uniform or one of the coaches. One adult must always remain in the bench area. (A player MUST wear a batting helmet while coaching bases).

5.1.2.2. Remain in the area of the coach's box and move to avoid interference with defensive players.

5.1.2.3. Talk with members of that team only.

5.2. Batting Order/Substitution

5.2.1. All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.

5.2.2. If a player must leave the game for any reason, including ejections, the coach must notify the umpires and the opposing coach. The player's position in the batting order will be skipped with no penalty.

5.2.3. Players may enter to play defense an unlimited number of times.

5.2.4. The Designated Hitter Rule will not be used in any division.

5.2.5. Throwing the bat will result in an out being called on the batter. If in the judgment of the umpire the act was flagrant, the participant may be removed from the game for unsportsmanlike conduct. Dead ball will be called and no one will advance.

5.3. Batting Rules/Base Running

5.3.1. Runners are permitted to steal bases, however a base runner is not permitted to leave base until a pitched ball passes the plate. (Runners cannot advance on the exchange from the catcher to the pitcher when the ball is mishandled.) Example: When the pitcher mishandles the ball while receiving it from the catcher or the ball is overthrown from the catcher to the pitcher.

Penalty: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out. The pitch shall be considered a dead ball.

5.3.2. Runners are only allowed to steal one base at a time between pitches.

5.3.3. Runners are not permitted to steal home. This includes passed balls and wild pitches.

5.3.4. Runners can only score off of a batted ball or a bases loaded walk.

5.3.5. Runners can only advance one base on an overthrow during a play that begins with a batted ball.

5.3.6. Runners cannot advance on an overthrow during a play that does not begin as the result of a batted ball.

5.3.7. Dropped third strike-The batter will not be allowed to advance on a dropped third strike.

5.4. Speed up Rules

- 5.4.1. It will be mandatory for a courtesy runner to run for the catcher when there are two outs. The batter making the last out will run for the catcher.
- 5.4.2. Following an out with no one on base, the ball will be returned to the pitcher without being thrown around the infield.
- 5.4.3. In the first two (2) innings each team will only be allowed five (5) runs or three (3) outs. When five runs are scored, the teams shall change sides. This rule will not apply after the 2nd inning.

5.5. Collision Rule:

When a defensive player has the ball the base runner must avoid the collision. If the base runner crashes into the defensive player, the base runner will be declared out. All other base runners must return to the base last touched at the time of the collision. If the act is determined to be flagrant, the base runner will be ejected. There is no “must slide” rule.

5.6. Pitching Rules

- 5.6.1. Any member of a team may pitch subject to the restrictions of the pitching rules.
- 5.6.2. As soon as a pitcher delivers one warm up pitch to a batter, that pitcher will be considered to have pitched in one inning.
- 5.6.3. Once a player is removed from the mound, that player shall not pitch again in the same game. Starting pitchers removed from the game may return to the game in another defensive position.
- 5.6.4. The Balk Rule will not be enforced in the Mustang League.
- 5.6.5. Inning Restrictions (For the purposes of this rule, the week will be defined as Monday – Sunday.)
 - 5.6.5.1. Pitchers shall not pitch in more than **three** innings in the same calendar day or no more than six innings in a week
Exception: If a team is scheduled to play in a third game or portions of a third game during a week, (Monday – Sunday) that team’s pitchers will have an additional three innings of pitching eligibility added at the beginning of the third game.
 - 5.6.5.2. Players pitching in **three** innings in the same calendar day will be required to have 40 hours of rest before pitching again. Rest periods are computed from the start of a game.
 - 5.6.5.3. A pitcher shall be considered ineligible when pitching one pitch after reaching the inning limit.
 - 5.6.5.4. If it is discovered that a team is using an ineligible pitcher, there will be no penalty if upon the discovery, the pitcher is removed from the mound. If for any reason the pitcher is not removed from the game the offended team may play the game under protest. If protest is upheld the game will be declared a forfeit.
Note: It is the responsibility of the scorekeeper and the head coaches to work together to avoid violations of this rule. Remember that these rules are for the safety of the players.
 - 5.6.5.5. A pitching change must be made when a coach makes the second visit to the mound to the same pitcher during the same inning. A trip to the mound will be charged whenever a defensive coach enters the playing field to confer with the players. A visit will not be charged if the coach enters the playing field because of an injury.
 - 5.6.5.6. Pitching Distances: Mustang 44’
 - 5.6.5.7. Portable pitching mounds at Buffalo Road Athletic Park: Pitchers may NOT use cleats, only sneakers can be worn on the mounds.

- 5.6.5.8. A pitcher may pitch in more than one game per day providing that rest restrictions are met and pitchers do not exceed the number of innings allowed for a day or a week.

Protests

- 5.7.1. The only legal protests are protests involving the use of an ineligible player, an ineligible pitcher or violations of the mandatory play rule.
- 5.7.2. If there is an appeal situation on the final out or play of an inning or a game, it is the responsibility of the defensive team to make an appeal before all players have left fair territory on their way to the dugout.
- 5.7.3. If a coach feels there has been a misinterpretation of the rules, the coach may appeal to the umpires. The umpires shall confer, and after reaching a decision, discuss the decision with the coaches. A decision will be reached before play is resumed, and this decision shall be final.
- 5.7.4. Protests based on an umpire's judgment will not be permitted. Coaches shall not attempt to get an umpire to over-rule another umpire's call.

Raleigh Parks & Recreation

Bronco Playing Rules

Note The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

League age: 11-12 year olds. A player's league age is the player's age as of April 30 of current year.

1 Equipment

- 1.1 **Bats:** Wooden, metal, graphite or ceramic bats that are round and the length to weight ratio should be no greater than – 9. The weight can be no more than 9oz. less than the length. Max barrel diameter should be 2 5/8 inches and 34 inches in length.
- 1.2 Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited for all league play except for Colt and Palomino Leagues. Pitchers cannot use cleats in any league playing on portable mounds. (No cleats are allowed on portable mounds)
- 1.3 All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.
- 1.4 All helmets shall be free of cracks and tape should not be applied.
Note: The protective helmet is worn for the safety of the participants. An “out” will be called when a base runner deliberately removes his or her helmet.
- 1.5 Catchers must wear all protective equipment: masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.

2 Mandatory Play Rule

- 2.1 All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
- 2.2 All eligible players must play at least one inning in the field by the end of the second inning; all eligible players must play at least two innings in the field by the end of the fourth inning; and all eligible players must play at least three innings in the field by the sixth inning.
- 2.3 An inning is considered 3 consecutive outs on defense.

3 Length of Game/Completed Game

- 3.1 **Game time will be indicated on the league schedule.** There will be a ten minute grace period for the first game of the night only. Grace time will count as time played in all unless the game is delayed because of umpire or scorekeeper absence.
- 3.2 **Pre-Game Warm-up (first game only):** No team should be on the infield (dirt) prior to 30 minutes before the start of the first game. The visiting team is allowed to take the infield for the first 15 minutes and the home team is allowed to take the infield for the 15 minutes leading up to the game. For example, if the game starts at 6:30pm, the visiting team is allowed to take the infield from 6:00-6:15pm and the home team from 6:15-6:30pm.
 - 3.2.1 If space and safety permits under an umpires discretion, pitching and hitting warm-ups may take place outside of the playing field.
- 3.3 Bronco Leagues will play a 6-inning game with a 2-hour time limit. No new inning will begin after 2 hours of play. A game stopped due to the time limit will be considered a completed game. **If there is more than one game scheduled on a field for a given day, there will be a 1 hour 45 minute time limit on both games.**
- 3.4 No game shall end in a tie. Games that are tied when time has expired shall be played until there is a winner.
- 3.5 **10-Run Rule:** If a team is leading an opponent by at least 10 runs after four (4) or more complete innings have been played or after three and one half (3 ½) innings if the home team has a 10 run lead the game will end and the team in the lead shall be declared the winner.

3.5.1 If the visiting team reaches a 10 run lead during the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

- 3.6 Games that are called by the umpires for inclement weather or safety reasons will be considered a complete game if three (3) innings have been completed 2 ½(two and one half) innings if the home team is ahead)

Note: Games that do not reach the required number of innings to be considered a complete game will be replayed from the beginning only. One attempt will be made to reschedule rainout/weather related postponed games. Tournament games will pick up at the point of the game it was stopped in case of inclement weather.

3.7 Starting Games Without Assigned Umpires

3.7.1 If both assigned umpires are absent, the game will be postponed and rescheduled.

3.7.2 If one of the assigned umpires is absent; the other official will work the game alone.

4 Game Play

4.1 Base Coaches

4.1.1 The offensive team will be allowed to have two base coaches. One base coach will be positioned near first base and the other coach will be positioned near third base.

4.1.2 Base Coaches shall:

4.1.2.1 Be an eligible player in team uniform or one of the coaches. One adult must always remain in the bench area. (A player MUST wear a batting helmet while coaching bases).

4.1.2.2 Remain in the area of the coach's box and move to avoid interference with defensive players.

4.1.2.3 Talk with members of that team only.

4.2 Batting Order/Substitution

4.2.1 All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.

4.2.2 If a player must leave the game for any reason, including ejections, the coach must notify the umpires and the opposing coach. The player's position in the batting order will be skipped with no penalty.

4.2.3 Players arriving after the start of the game will be added to the end of the batting order.

4.2.4 All players may enter to play defense an unlimited number of times.

4.2.5 The Designated Hitter Rule will not be used in any division.

4.3 Batting Rules/Base Running

4.3.1 Runners are permitted to steal bases, however a base runner is not permitted to leave base until a pitched ball reaches or passes the plate.

4.3.2 Throwing the bat will result in an out being called on the batter. If in the judgment of the umpire the act was flagrant, the participant may be removed from the game for unsportsmanlike conduct. Timeout will be called and no one will advance.

4.3.3 **Dropped third strike**-The batter will not be allowed to advance on a dropped third strike.

4.4 Speed up Rules

4.4.1 It will be mandatory for a courtesy runner to run for the catcher when there are two outs. The batter making the last out will run for the catcher.

4.4.2 Following an out with no one on base, the ball will be returned to the pitcher without being thrown around the infield.

4.5 Collision Rule

When a defensive player has the ball and the base runner remains on his or her feet and deliberately, with great force, crashes into the defensive player, the base runner will be declared out. All other base runners must return to the base last touched at the time of the

collision. If the act is determined to be flagrant, the base runner will be ejected. There is no “must slide” rule.

Pitching Rules

- 4.6.1 Any member of a team may pitch subject to the restrictions of the pitching rules.
- 4.6.2 As soon as a pitcher delivers one pitch to a batter, that pitcher will be considered to have pitched in one inning.
- 4.6.3 Once a player is removed from the mound, that player shall not pitch again in the same game. Starting pitchers removed from the game may return to the game in another defensive position.
- 4.6.4 The Balk Rule will not be used in the Bronco and Mustang League.
- 4.6.5 Inning Restrictions (for the purposes of this rule, the week will be defined as Monday – Sunday). Pitchers shall not pitch in more than **three** innings in the same calendar day or no more than six innings in a week. A pitcher may pitch in more than one game per day providing that rest restrictions are met and pitchers do not exceed the number of innings allowed for a day or a week.

Exception: If a team is scheduled to play in a third game or portions of a third game during a week, (Monday – Sunday) that team’s pitchers will have an additional three innings of pitching eligibility added at the beginning of the third game.

- 4.6.6 Players pitching in **three** or more innings in the same calendar day will be required to have 40 hours of rest before pitching again. Rest periods are computed from the start of a game.
- 4.6.7 A pitcher shall be considered ineligible when pitching one pitch after reaching the inning limit.

If it is discovered that a team is using an ineligible pitcher, there will be no penalty if upon the discovery, the pitcher is removed from the mound. If for any reason the pitcher is not removed from the game the offended team may play the game under protest. If protest is upheld the game will be declared a forfeit.

Note: It is the responsibility of the scorekeeper and the head coaches to work together to avoid violations of this rule. Remember that these rules are for the safety of the players.

- 4.6.8 A pitching change must be made when a coach makes the second visit to the mound to the same pitcher during the same inning. A trip to the mound will be charged whenever a defensive coach enters the playing field to confer with the players. A visit will not be charged if the coach enters the playing field because of an injury.
- 4.6.9 Pitching Distances: Bronco 48’
- 4.6.10 Portable pitching mounds at Buffaloe Road Athletic Park: Pitchers may NOT use cleats, only sneakers can be worn on the mounds

4.7 Protests

- 4.7.1 The only legal protests are protests involving the use of an ineligible player, an ineligible pitcher or violations of the mandatory play rule.
- 4.7.2 If there is an appeal situation on the final out or play of an inning or a game, it is the responsibility of the defensive team to make an appeal before all players have left fair territory on their way to the dug out.
- 4.7.3 If a coach feels there has been a misinterpretation of the rules, the coach may appeal to the umpires. The umpires shall confer, and after reaching a decision, discuss the decision with the coaches. A decision will be reached before play is resumed, and this decision shall be final.
- 4.7.4 Protests based on an umpire’s judgment will not be permitted. Coaches shall not attempt to get an umpire to over-rule another umpire’s call.

Raleigh Parks & Recreation

Pony through Colt Playing Rules

Note: The National Federation of State High School Associations will be the official rules for the youth baseball program with the following exceptions.

1. **League age: Pony (13-14) and Colt (15-18).** A player's league age is the player's age as of April 30 of current year.
2. **Equipment**
 - 2.1. **Bats:** Wooden, metal, graphite or ceramic bats that are round and the length to weight ratio should be no greater than:
 - Pony League minus 5 (-5). Max barrel diameter should be 2 5/8 inches and 34 inches in length.
 - Colt League minus 3 (-3). Max barrel diameter should be 2 5/8 inches and 34 inches in length. **Effective January 1, 2012, all -3 bats must be BBCOR certified. All non-wood bats must meet the BBCOR length-to-weight difference of 0.50 limit. All BBCOR approved bats shall be labeled with a silk screen or other permanent certification mark.**
 - 2.2. Tennis shoes or shoes with molded cleats are approved for use. Metal spikes, metal toe plates, and detachable cleats (metal or plastic) are prohibited for all league play except for Colt Leagues. Pitchers cannot use cleats in any league playing on portable mounds. (No cleats are allowed on portable mounds)
 - 2.3. All batters, base runners, youth base coaches and batters in the on-deck circle must wear a batting helmet. Helmets must be NOCSAE approved, and must give protection to the temples, ears, base and top of the skull. Turtle style helmets without ear protections will not be allowed.

Note: The protective helmet is worn for the safety of the participants. An "out" will be called when a base runner deliberately removes his or her helmet.
 - 2.4. Catchers must wear all protective equipment: masks, throat protector, helmet, shin guards, chest protector, and an athletic supporter with a protective cup.
3. **Mandatory Play Rule**
 - 3.1. All eligible players at the game shall bat in a continuous batting order for the entire game. Late arrivals will be placed at the bottom of the batting order.
 - 3.2. All eligible players must play at least one inning in the field by the end of the second inning; all eligible players must play at least two innings in the field by the end of the fourth inning; and all eligible players must play at least three innings in the field by the sixth inning.
 - 3.3 An inning is considered 3 consecutive outs on defense.
4. **Length of Game/Completed Game**
 - 4.1. **Game time will be indicated on the league schedule.** There will be a ten minute grace period for the first game of the night only. Grace time **counts** as time played in all division of play unless the game is delayed because an umpire or scorekeeper absence.
 - 4.2. **Pre-Game Warm-up (first game only):** No team should be on the infield (dirt) prior to 30 minutes before the start of the first game. The visiting team is allowed to take the infield for the first 15 minutes and the home team is allowed to take the infield for the 15 minutes leading up to the game. For example, if the game starts at 6:30pm, the visiting team is allowed to take the infield from 6:00-6:15pm and the home team from 6:15-6:30pm.
 - 4.3. If space and safety permits under an umpires discretion, pitching and hitting warm-ups may take place outside of the playing field.

- 4.4. **Pony and Colt Leagues** will play a 7-inning game with a 2-hour time limit. No new inning will begin after 2 hours of play. **If there is more than one game scheduled on a field for a given night, there will be a 1 hour 45 minute time limit on both games.** A game stopped due to the time limit will be considered a complete game.

Note: A new inning begins immediately after the final out of the previous inning. If after the third out and there is time remaining, the next inning should start.

- 4.5. No game shall end in a tie. Games that are tied when time has expired shall be played until there is a winner.
- 4.6. **10-Run Rule:** If a team is leading an opponent by at least 10 runs after four (4) or more complete innings have been played or after three and one half (3 ½) innings, if the home team has a 10 run lead, the game will end and the team in the lead shall be declared the winner.
- 4.6.1. If the visiting team reaches a 10 run lead during the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

- 4.7. Games that are called by the umpires for inclement weather or safety reasons will be considered a complete game if four (4) innings have been completed 3 ½ (three and one half innings) if the home team is ahead.

Note: Games that do not reach the required number of innings to be considered a complete game will be replayed from the beginning only. One attempt will be made to reschedule rainout/weather related postponed games. Tournament games will pick up at the point of the game it was stopped in case of inclement weather.

- 4.8. Starting Games Without Assigned Umpires

- 4.8.1. If both assigned umpires are absent, the game will be postponed and rescheduled.
- 4.8.2. If one of the assigned umpires is absent; the other official will work the game alone.

5. Game Play:

5.1. Base Coaches

- 5.1.1. The offensive team will be allowed to have two base coaches. One base coach will be positioned near first base and the other coach will be positioned near third base.
- 5.1.2. Base Coaches shall:
- 5.1.2.1. Be an eligible player in team uniform or one of the coaches. One adult must always remain in the bench area. (A player MUST wear a batting helmet while coaching bases).
- 5.1.2.2. Remain in the area of the coach's box and move to avoid interference with defensive players.
- 5.1.2.3. Talk with members of that team only.

5.2. Batting Order/Substitution

- 5.2.1. All levels of play will use a continuous batting order. The batting order will consist of all players present to play the game.
- 5.2.2. If a player must leave the game for any reason, including ejections, the coach must notify the umpires and the opposing coach. The player's position in the batting order will be skipped with no penalty.
- 5.2.3. Players arriving after the start of the game will be added to the end of the batting order.
- 5.2.4. All players may enter to play defense an unlimited number of times.
- 5.2.5. The Designated Hitter Rule will not be used in any division.

5.3. Batting Rules

- 5.3.1. Runners are permitted to steal bases and runners may lead off.
- 5.3.2. Throwing the bat will result in an out being called on the batter. If in the judgment of the umpire the act was flagrant, the participant may be removed from the game for unsportsmanlike conduct. Timeout will be called and no one will advance.

5.4. Speed up Rules

- 5.4.1. It will be mandatory for a courtesy runner to run for the catcher when there are two outs. The batter making the last out will run for the catcher.
- 5.4.2. Following a put out with no one on base, the ball will be returned to the pitcher without being thrown around the infield.

5.5. Collision Rule:

When a defensive player has the ball and the base runner remains on his or her feet and deliberately, with great force, crashes into the defensive player, the base runner will be declared out. All other base runners must return to the base last touched at the time of the collision. If the act is determined to be flagrant, the base runner will be ejected. There is no “must slide” rule.

5.6. Pitching Rules (Refer to Pony Rulebook)

- 5.6.1. Any member of a team may pitch subject to the restrictions of the pitching rules.
- 5.6.2. A pitcher may pitch in more than one game per day providing that rest restrictions are met and pitchers do not exceed the number of innings allowed for a day or a week.
- 5.6.3. As soon as a pitcher delivers one pitch to a batter, that pitcher will be considered to have pitched in one inning.
- 5.6.4. Once a player is removed from the mound, that player shall not pitch again in the same game. Starting pitchers removed from the game may return to the game in another defensive position

Exception for Colt Baseball Only: If the starting pitcher is replaced he/she may return to the mound only once per game provided the following conditions are met:

- 1. The starting pitcher has completed pitching to at least one batter
- 2. A replacement pitcher must complete pitching to at least one batter
- 3. The starting pitcher was not removed due to being incapacitated or due to unsportsmanlike conduct
- 4. Inning restrictions in the City Baseball Rules and Regulations section 5.6.6 are not violated
- 5. Replacement pitchers after a single warm-up pitch, if removed from the mound, will not be allowed to return to pitch in the same game

5.6.5. The Balk Rule will not be used in the Bronco and Mustang League.

5.6.6. Inning Restrictions (for the purposes of this rule, the week will be defined as Monday – Sunday.)

- 5.6.6.1. Pitchers shall not pitch in more than **four** innings in the same calendar day, and no more than seven innings in a week

Exception: If a team is scheduled to play in a third game or portions of a third game during a week, (Monday – Sunday) that team’s pitchers will have an additional three innings of pitching eligibility added at the beginning of the third game.

- 5.6.6.2. Players pitching in four or more innings in the same calendar day will be required to have 40 hours of rest before pitching again. Rest periods are computed from the start of a game.
- 5.6.6.3. A pitcher shall be considered ineligible when pitching one pitch after reaching the inning limit.

If it is discovered that a team is using an ineligible pitcher, there will be no penalty if upon the discovery, the pitcher is removed from the mound. If it is discovered that a team is using an ineligible pitcher, there will be no penalty if upon the discovery, the pitcher is removed from the mound. If for any reason

the pitcher is not removed from the game the offended team may play the game under protest. If protest is upheld the game will be declared a forfeit.

Note: It is the responsibility of the scorekeeper and the head coaches to work together to avoid violations of this rule. Remember that these rules are for the safety of the players.

- 5.6.6.4. A pitching change must be made when a coach makes the second visit to the mound to the same pitcher during the same inning. A trip to the mound will be charged whenever a defensive coach enters the playing field to confer with the players. A visit will not be charged if the coach enters the playing field because of an injury.
- 5.6.6.5. Pitching Distances: Pony 54', Colt/Palomino 60'6"
- 5.6.6.6. Portable pitching mounds at Buffalo Road Athletic Park: Pitchers may NOT use cleats, only sneakers can be worn on the mounds.

5.7. Protests

- 5.7.1. The only legal protests are protests involving the use of an ineligible player, an ineligible pitcher or violations of the mandatory play rule.
- 5.7.2. If there is an appeal situation on the final out or play of an inning or a game, it is the responsibility of the defensive team to make an appeal before all players have left fair territory on their way to the dugout.
- 5.7.3. If a coach feels there has been a misinterpretation of the rules, the coach may appeal to the umpires. The umpires shall confer, and after reaching a decision, discuss the decision with the coaches. A decision will be reached before play is resumed, and this decision shall be final.
- 5.7.4. Protests based on an umpire's judgment will not be permitted. Coaches shall not attempt to get an umpire to over-rule another umpire's call.

Administrative Information

1. PLAYER ELIGIBILITY

1.1. Players must sign up and play in the Athletic district in which they live.

1.1.1. League age divisions for youth baseball:

5-6	T-Ball
7-8	Pinto
9-10	Mustang
11-12	Bronco
13-14	Pony
15-16	Colt

1.1.2. A player's league age is the player's age as of April 30, of current year.

1.1.3. All candidates must provide a copy of their birth certificate with their player registration form to verify age.

1.2. Non-City residents may participate in the program, providing they pay an additional \$12.00 non-resident fee in addition to the registration fee. They must also play in the proper athletic district as assigned by the Athletic office.

1.3. Players returning to a team from the previous season **MUST** register, however they will be excused from player placements.

1.4. **Players returning to the same team and age division shall not move from one team to another within their athletic district.**

1.5. Players returning to the same team and age division who have moved into another athletic district during the off-season may do one of the following:

1.5.1. Register and play in the athletic district of their **PREVIOUS** residence and remain on the team from previous season **or**

1.5.2. Register in the athletic district of their **NEW** residence and attend tryouts.

1.6. No player shall be eligible to participate in **player selection, practices or games** until they have completed the registration process.

Penalty: Forfeiture of all games in which an ineligible player participates. Coaches may face disciplinary action if they allow an ineligible player to participate.

1.7. Player selection will be supervised by a member of the RPRD Staff.

1.8. **Players may participate on only one team in the Raleigh Parks and Recreation Youth Baseball Program.** That team will be within the geographic boundaries of residence established by the Raleigh Parks and Recreation Department. Players found participating on two teams or on teams outside their assigned area may be removed from the games and program. Games in question may be forfeited.

2. PLAYER PLACEMENT

- The draft will run in reverse order of last year's regular season final standings.
- For leagues with less than 8 teams the draft order will remain the same in each round, (1-7).
- For leagues with 8 or more teams, the draft order will be 1-8 in the first round, 8-1 in the second round, 1-8 in the 3rd round, etc.
- A head coach's child, if new to the league, must be chosen in the 3rd round.
 - ❖ For expansion teams, a coach's child is the first pick of the 3rd round.
- A sibling of a returning player or an earlier draft pick will be the 7th or last pick, whichever comes first.
- There is no protection for children of Assistant Coaches.
- Only players that participate in assessments and complete the basic skill drills to be assessed may be drafted.
- Players that do not attend assessments will be randomly assigned by staff at the end of the draft to complete rosters, taking age distribution into consideration.
- Staff will regulate the age distribution of players for all teams, to mimic league age distribution.
- Expansion teams will have the first and last picks of the first three rounds and will then have one pick of each round only.

These procedures are subject to league specifications determined by registration. Any alterations must have prior approval by Athletic Director or designee.

3. FIELD MANAGERS, UMPIRES AND SCOREKEEPERS

- 3.1. All field staff are required to attend the appropriate annual training designated by the Athletic Division.
- 3.2. All field staff are required to be paid the appropriate pay rate. Field managers and umpires are paid per game. Scorekeepers are paid per hour.
- 3.3. Field managers are scheduled to supervise fields for the Tball and Pinto leagues. Games may be played without an assigned field manager. Their duties may consist of the following:
 - 3.3.1. Make the final decision on canceling game if inclement weather occurs suddenly (unless at Buffalo Road). Contact supervisor if game is canceled. Let coaches know that they will be contacted about a make-up game.
 - 3.3.2. Check to make sure all people working with the team have a coach badge. If they don't have a badge, alert head coach and ask to handle. If coach does not effectively handle, step in and manage.
 - 3.3.3. Write and submit any accident reports.
 - 3.3.4. Start the game as close as possible to the scheduled start time. Field Managers are responsible for keeping up with the official time during the game. (You will need to have a watch/cell phone.)
 - 3.3.5. Turn ball field lights on if necessary before it starts getting too dark.
 - 3.3.6. Stand behind the plate to assist with missed pitches and to assist hitters with stance when necessary. You will also be responsible for helping to keep up with number of swings, number of outs and number of runs during each inning.
 - 3.3.7. Help coaches determine if a batter is "out."
 - 3.3.8. Inform coaches when time is running low.
 - 3.3.9. Make sure to turn off lights and remind coaches to clean out dugouts before leaving.
- 3.4. Two umpires are scheduled for all other leagues. Games may be played with only one assigned umpire.
- 3.5. Scorekeepers should only be scheduled for Mustang, Bronco, Pony and Colt leagues. Games may be played without an assigned scorekeeper. If this occurs, the home team will keep the official score. Scorekeeper's duties are as follows:
 - 3.5.1. Contact supervisor if game is canceled due to inclement weather or for safety reasons by the umpires. Let coaches know that they will be contacted about a make-up game.
 - 3.5.2. Check to make sure all people working with the team have a coach badge. If they don't have a badge, alert head coach and ask to handle. If coach does not effectively handle, step in and manage.
 - 3.5.3. Write and submit any accident reports.
 - 3.5.4. Write down the official start time of the game as stated by the plate umpire.
 - 3.5.5. Turn ball field lights on if necessary before it starts getting too dark.
 - 3.5.6. Make sure to turn off lights and remind coaches to clean out dugouts before leaving.

4. Website Score Postings

- 4.1. Scores will be uploaded for leagues in League Maintenance in the following manner:

Pre-season/non-counting game	0-0
Regular Season Game	Actual Score
10 run-rule enforced	10-0